



## Two-Headed Giant

### Quick Start Guide

- In a **Two-Headed Giant** game, you and a friend join forces to play as a team using shared turns. Each player needs their own deck, and each match consists of one game.
- Each team takes their turn together, meaning you untap as a team, attack as a team, and go through all phases of the turn as a team.
  - During your team's draw step, you each draw a card.
  - Creatures can attack any opposing player or planeswalker. If an opposing creature attacks your team, it can be blocked by creatures you control and/or creatures your teammate controls.
  - You and your teammate sit next to one another, across from your opponents.
  - Each team shares a life total that starts at 30.
  - Teammates can talk to one another and look at one another's cards.
  - Each player's first mulligan is to seven cards. Subsequent mulligans follow the usual rule of drawing one fewer card each time.
- For more information, visit [Magic.Wizards.com/go/2HG](http://Magic.Wizards.com/go/2HG).

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**Two-Headed Giant** follows most of the same rules as other *Magic* games, but there are a few key differences:

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